

Application No. 09/809,155
Attorney Docket No.: 00P7500US01

In the Specification:

Please amend the specifications as follows:

Paragraph starting at page 2, line 24

With respect to the first task of control programming, several programming languages for industrial control have been developed over the years including proprietary languages, the set of IEC 1131 standard languages ~~of (see webpages (incorporated herein by reference) at <http://www.iec.ch/> of~~ the International Electrotechnical Commission, an international standards and conformity assessment body, for languages including LD (ladder diagram), FBD (function block diagram), SFC (sequential function chart), ST (structured chart) and IL (instruction list), and variations of those standards (incorporated hereing by reference). Furthermore, a wide variety of control programming tools are available today, ranging from basic low-level assemblers to integrated development environments. These control programming approaches are based on conventional procedural programming languages in which the programmer specifies instruction statements, functions, procedures, data structures, and so on. Some of these systems include forms of graphical representation such as block diagrams, or ladder logic graphs, which provide a level of abstraction to help the programmer deal with the complexities of the program. In general, with the present practice the programmer must make the mental translation from the required physical machine operations to the appropriate input/output signals and to the corresponding language constructs that will produce the correct control behavior.

Paragraph starting at page 3, line 9

With respect to the second task of programming or constructing the visual user interface front end for operating and monitoring the controlled process, there are several such tools available today. In user interface programming, the main task for the programmer is to lay out information displays that render data obtained from the process and (usually) to accept user input to affect the program operation (see, for example, Siemens SIMATIC WinCC Human Machine Interface, "SIMATIC Interactive Catalog" ~~at the webpages~~

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(herein incorporated by reference)

~~http://www.ad.siemens.de/simatic/html_76/products/index.htm~~). Many such user interface systems provide text as well as graphical elements that can be positioned on the display screen and configured such that specific data signals are displayed accordingly, such as a bar graph to show temperature or pressure, etc. These systems also provide user interface elements for accepting user input such as pressing a button or entering text. When supported, the types of programming in user interface construction systems are primarily procedural languages or scripting languages used for such tasks as accessing data values, converting data to alternate forms for the purpose of display, setting internal data values or initiating specific actions. However, conventional user interface systems are not designed for creating or modifying control programs.

Paragraph starting at page 8, line 6

In the preferred embodiment of the present invention, Program Editor 1 is a graphical editor capable of inserting, arranging, and manipulating graphical representations of widgets, loading and saving data as files, copy and paste operations, as well as many other well-known functions commonly found in modern editors (such as from Microsoft Corp., Visual Basic, "Visual Studio Datasheet", ~~see~~
~~http://msdn.microsoft.com/vstudio/prodinfo/datasheet/default.asp~~; or from Software Farm, LUEY Visual Language, "Software Farm Creating graphics, user interface and diagramming tools, frameworks and applications in Java™", ~~see http://www.swfarm.com/~~; both preceding materials are incorporated herein by reference).

Paragraph starting at page 8, line 16

Widget Libray 3 holds a collection of predefined widgets and provides the means of presenting those widgets for use in Program Editor 1. In one embodiment of the present invention, the Widget Libray 3 could take the form of a simple "palette" from which to choose widgets or consist of a large database of widgets. Some examples of widget libraries can be found from Microsoft Corp., "ActiveX Controls – Microsoft Papers, Presentations, Web Sites, and Books, for ActiveX Controls", ~~see~~

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~~http://www.microsoft.com/tech/active.asp~~; or from Object Management Group, Common Object Request Broker Architecture (CORBA), "Object Management Group Home Page", see ~~http://www.corba.org/~~ (both preceding materials are incorporated herein by reference).